ABSTRACT OF THE DISCLOSURE

[0031] Idle frames received by a graphics controller are compressed by evaluating two idle frames to create an encoding table used to replace selected pixel byte values in subsequent idle frames with codes. Possible pixel byte values are associated with a first set of counters, with each counter counting several different byte values as they occur with the first idle frame. A first subset of the possible pixel byte values is selected based on the counts in the first counters and each byte value in the first subset is associated with a second counter. The occurrences of the first subset of pixel byte values are counted in the second idle frame, and a second subset of pixel byte values is selected based on the counts in the second counters and used to create the encoding table. In one aspect, the encoding table is created when the second set of pixel byte values satisfy a threshold.